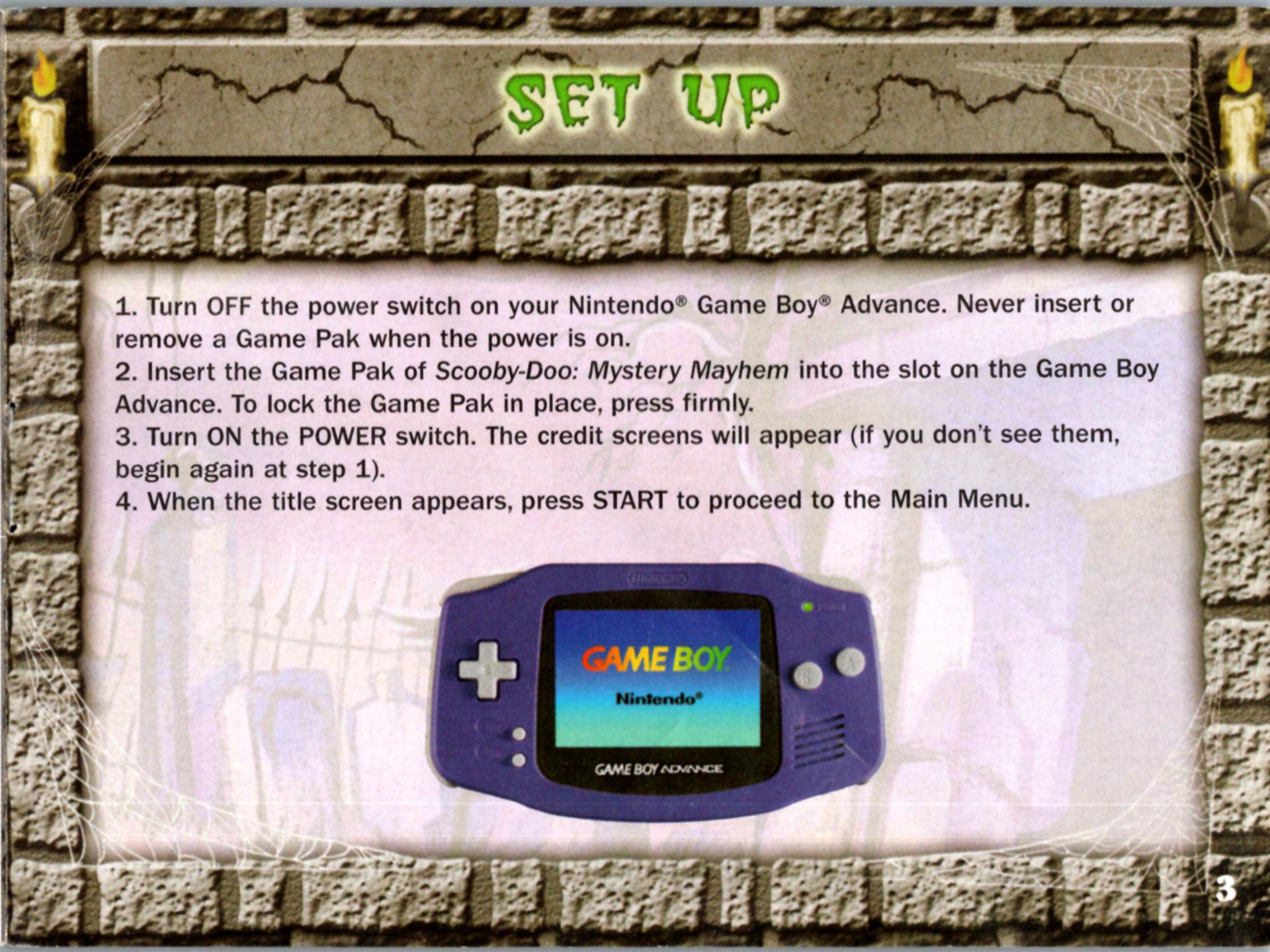
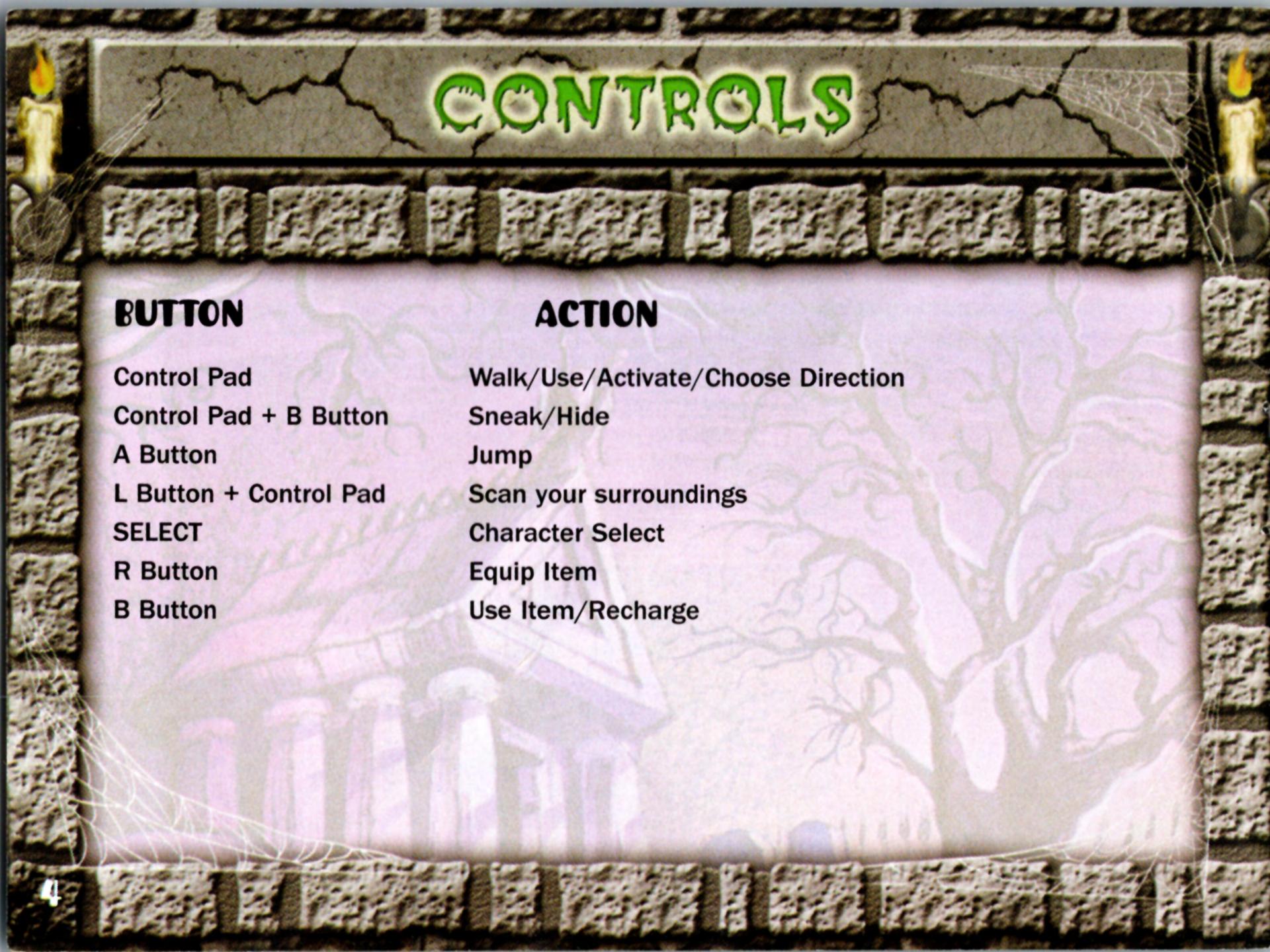
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PAUSE MENU

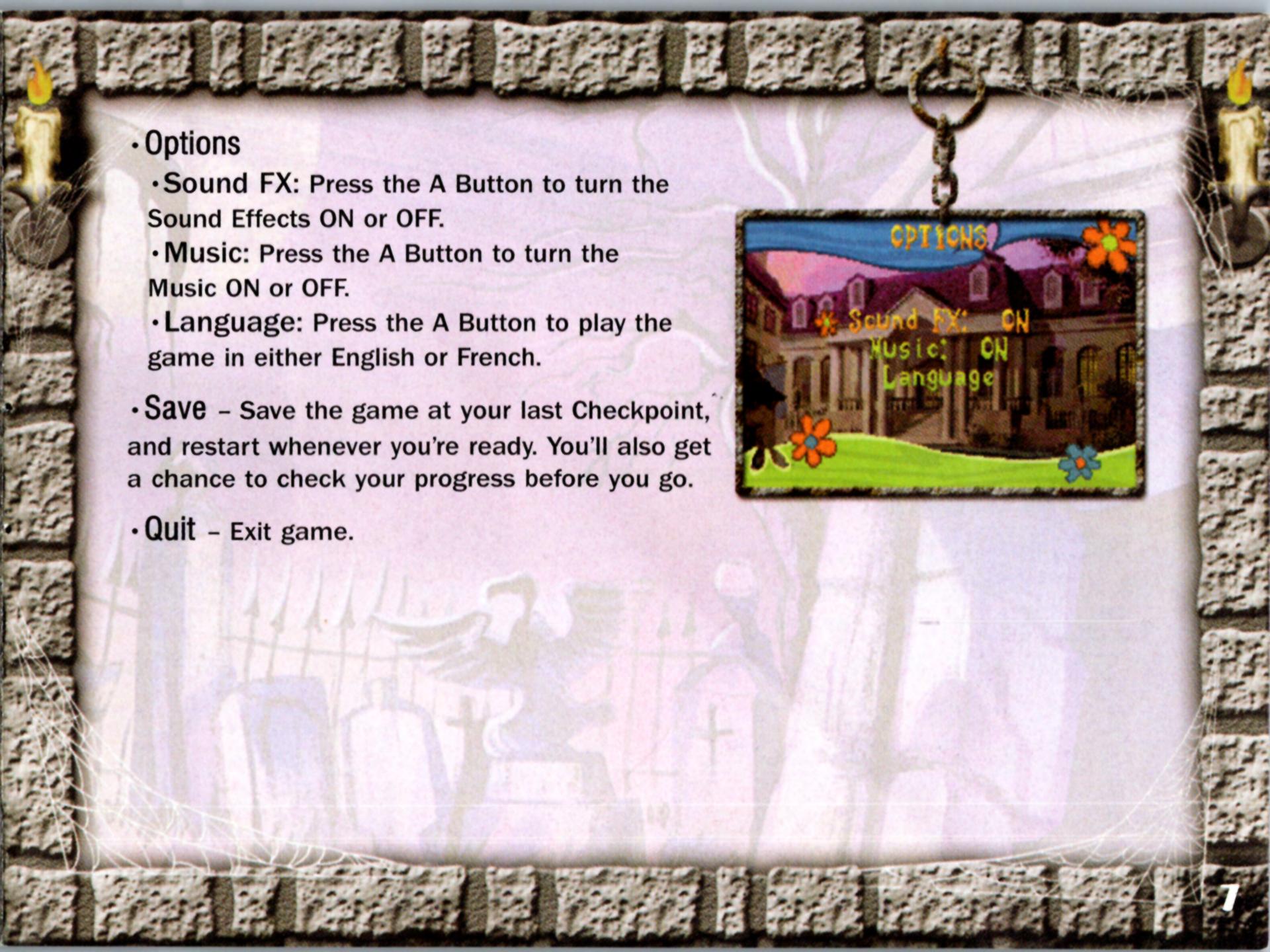
Press START to PAUSE the game and view the Pause Menu. Press the A Button to make your selection, or the B Button to return to the game.

- Continue Return to the action, when you're ready for more mayhem!
- Episode File

You'll need to collect three clues in each episode. Come here when you want to check on your progress and see which clues you've found.







GAME SCREEN

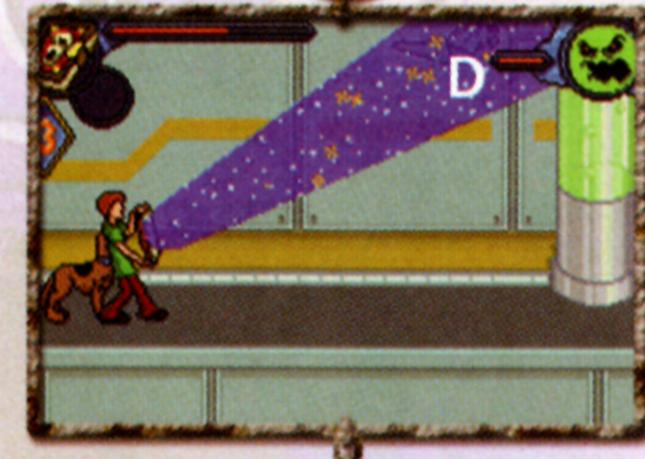
Check the top of the screen often for important information.

- •Special Items (A) If the lead character has a Special Item, it will be displayed here at all times, even if the item is not in use. Shaggy's item is the Tome of Doom, but Scooby's items change throughout the game.
- Remaining Tries (B) See how many Tries you have left. Don't run out, or you'll lose the game!
- · Special Item Energy Bar (C) Shows the energy level for the current Special Item.



- •Ghost Energy Bar (D) When you lock onto a supernatural creature with the Tome of Doom, this energy bar will appear to show the health of that creature. When the Ghost Energy Bar is empty, the creature has been defeated!
- Sandwich Ingredients (E) You can see the sandwich ingredients when you sit idle, but they disappear once you start moving again. When the sandwich is complete, you'll gain another Try! Ret's Eat!
- Item Inventory (F) The Item Inventory is visible when you sit idle, but disappears when you start to move. You can carry up to three items at a time, but you start each episode with an empty Item Inventory.
- Secondary Items (G) The Secondary Item is always shown on the screen, and belongs to the character that is NOT in the lead. For example: If Shaggy is the follower, the Secondary Item will be the Tome of Doom. Whenever a helpful pick-up is

collected for the Secondary Item (such as a Wisp for the Tome of Doom), the Secondary Item box flashes to let you know the pickup was made.





CHARACTER SELECT





During the game, you can choose to control either Scooby-Doo or Shaggy by pressing SELECT. When they are traveling together, one player always leads.







Look for Fred, Daphne and Velma to provide clues to help unravel the mystery.





















You will encounter a host of other characters during your travels. Some will be quite helpful and friendly, and some won't. Yikes!





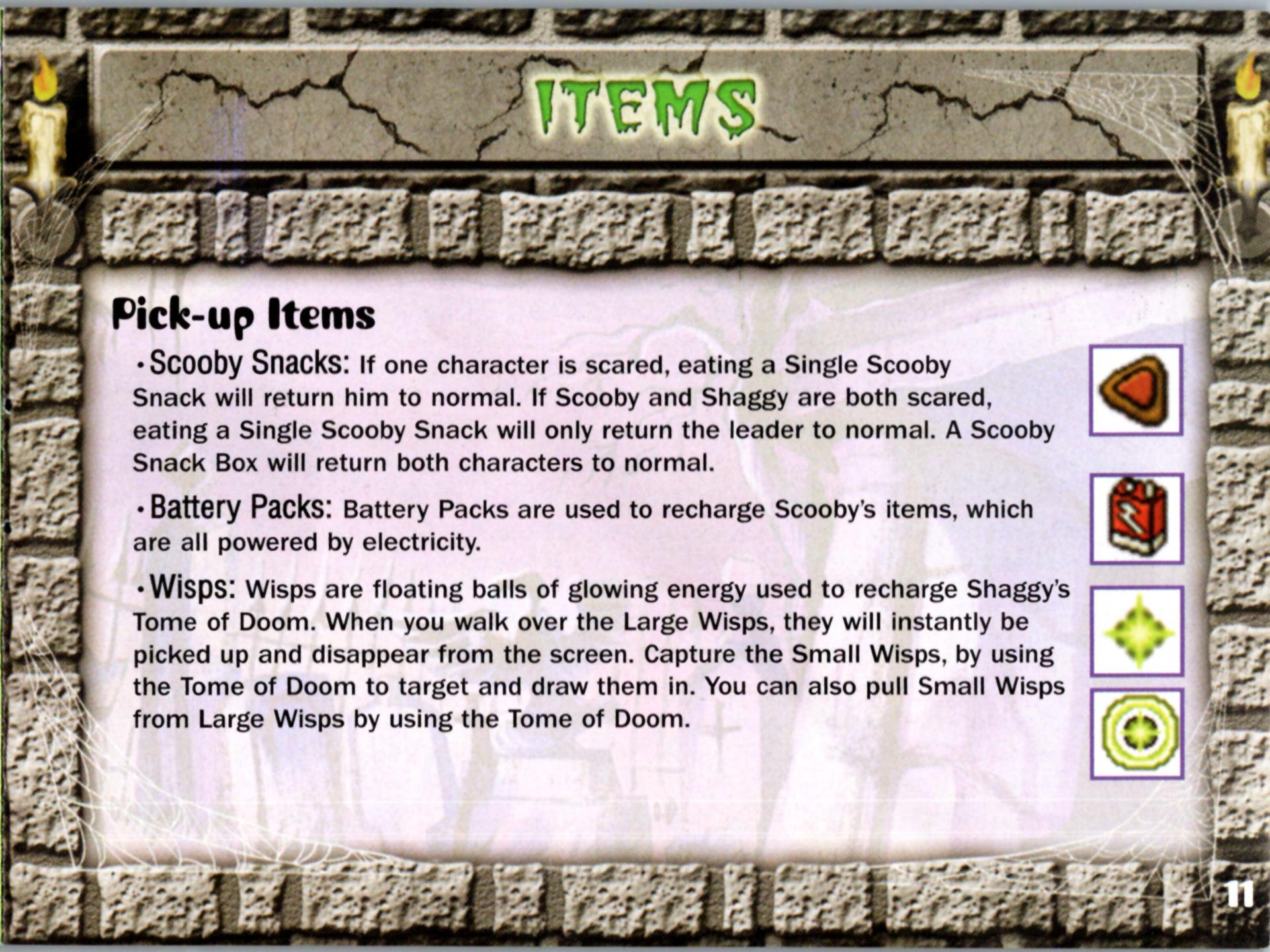












· Sandwich Ingredients: Sandwich Ingredients are rare collectible items. When you have found five ingredients hidden in the environment, you gain an extra "Try."



• Keys: The right key will automatically open a locked door, but will disappear from your inventory after being used.



 Wrenches: Wrenches are a great tool to keep handy. You never know when you might need to repair a broken elevator!

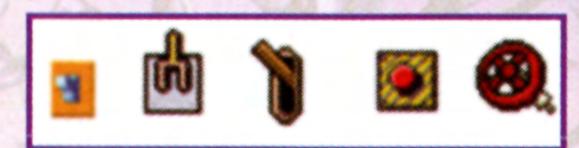


Other Items

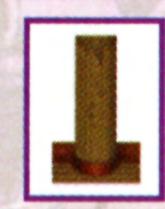
• Crates: They may block your way, but sometimes you can jump on top of them to reach higher places.



 Switches: By turning Switches ON or OFF, you can unlock doors, light up dark areas or rearrange floors and walls.



 Columns: You can hide behind columns to avoid being spotted or attacked by incoming enemies. Rikes, it's a Rhost!



Doors/Elevators: You can travel to different floors by stepping through doors or taking elevators. But remember, sometimes you may need to get a key or do some repair work first!

Shaggy's Item - The Tome of Doom

This item is used by Shaggy for supernatural combat:

- 1. Opening the Tome: When Shaggy pulls out the Tome of Doom, a cone of light will erupt from the book and shine in the direction Shaggy is facing. Press the B Button to open the Tome and reel in the ghosts.
- 2. Locking on Target: The Tome of Doom automatically targets the first supernatural creature it encounters.
- 3. Draining the Ghost: Once the Tome of Doom has locked onto a target, press the B Button to drain the ghost's "life force." You must completely drain the ghost before the Tome of Doom runs out of energy, or the creature may realize you are harmless and try to attack you.
- 4. Recharging the Tome of Doom: Shaggy can recharge the Tome of Doom in two ways. Either he can walk over Wisps, or he can attract Small Wisps from a distance by using the Tome of Doom. By capturing a Wisp, the Tome of Doom regains necessary Energy Points.

Scooby's Items

There is only one Scooby Item per Episode. Since each item is powered by electricity, you should always keep your eyes out for Battery Packs!

• Jackhammer: Scooby can use the Jackhammer to dig to an underground section or pass through dirt walls, but can only go right, left or down. Of course, Scooby can't use the Jackhammer and sneak at the same time!



• Lantern: The lantern lights the way so Scooby and Shaggy can see where they are going, in pitch-dark areas. The lantern works automatically and will turn off when you enter lit areas, but watch out! If the lantern runs out of power, you might be left completely in the dark!



 Megaphone: Scooby-Doo can stun enemies using the Megaphone, which sends out a three-way sonic attack. Any opponent caught in the area of the attack will be momentarily Stunned. The Megaphone cannot be used while sneaking.



• Super Spooker 3000: The Super Spooker 3000 is the best weapon Scooby can have to scare away potential enemies. Unfortunately, it only has a few shots, but for as long as the enemy is afraid he will run away from Scooby! The Super Spooker cannot be used while sneaking.



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IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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GETTING STARTED

- 1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2. Insert the Game Pak of Scooby-Doo and the Cyber Chase into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
- 3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
- 4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

L Button

R Button



Selects the character you would like to play

Activates your disguises

Game Controls

Button

Control Pad

Control Pad

Action

Move Left

Move Right

Double Tap or Run Control Pad

Control Pad



Up/Pass through entrances

Control Pad



Down/Duck

Button

Jump

Button

Action/Select item

START (

Pause game

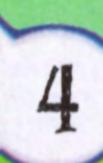
MAIN MENU

- Start Like, wow! Start a brand new game of Scooby-Doo and the Cyber Chase from the beginning.
- Password Use a password to continue where you left off. See "passwords" section to get the whole scoop.
- Options Customize the game options before joining the Mystery Inc. gang in solving another mystery.



OPTIONS MENU

- Music Turn the game's music ON or OFF.
- Sound FX Turn the game's sound effects ON or OFF.
- Skill You can make the mystery easy or hard to solve.
- Done Return to the Main Menu.





HERE WE GO AGAIN!

Your goal in Scooby-Doo and the Cyber Chase is to figure out who unleashed the Phantom Virus. Escape each level by finding the box of Scooby Snacks, which will show you the way to enter your next challenge. Solve the mystery by searching for clues, collecting items and exploring rooms! Jinkies! Sounds like the perfect job for the Scooby gang!

PLAYING A GAME

GAME SCREEN

Check the top of the screen often for vital information pertaining to the level.

 Health - Your character's health is shown as a multi-colored health bar.
 When the character takes damage, the health bar will decrease in size.
 When the health bar is gone, you will lose a turn.



- Scooby Snacks A counter will count down how many Scooby Snacks you need to collect to complete the level.
- Score Try to get the best score by picking up Scooby Snacks and avoiding the bad guys!

PICK-UPS



Disguise: Picking up a disguise icon will put your character into a disguise, which makes sneaking past the monsters much easier!



Smiley Faces: You can increase your character's health by picking up a smiley face icon.



Scooby Snacks: You must pick up all of the Scooby Snacks required in a level in order to find the Scooby Snacks box.



Scooby Snacks Box: Once you've found the Scooby Snacks box, you have successfully completed the level. You will be zapped back to the lab where a new level will be unlocked.

With the second second

CHARACTER SELECT

All five members of the Scooby gang begin the game, but only one at a time can play a computer level (thanks to Bill's programming problems). You have the choice of which character to select for each level, but don't be scared or the Phantom Virus will catch you! If that happens, you'll have to choose another member of the Scooby gang



another member of the Scooby gang to complete the level. That way, you have 5 chances to get through the game!

When you find a CD in the lab, take it over to the laser to open a new level. That's where you can choose which character you'd like to play by pressing the L Button. But remember, only the characters that have not been captured will be available.

8

PASSWORDS

After successfully completing a level, you will be given a password. The password lets you resume the game at the end of your last completed chapter, saves your score, available turns and clues you have found.



CLUES

Throughout the game, you will collect clues to help solve the mystery and discover who unleashed the Phantom Virus. At the end of the game, you will be asked to decide which suspect was responsible. There are four possible suspects: Bill McLemore, Eric Staufer, Professor Kaufman and Wilbur T. Wembley.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32176.** Please use this code to identify your Product when contacting us.

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